



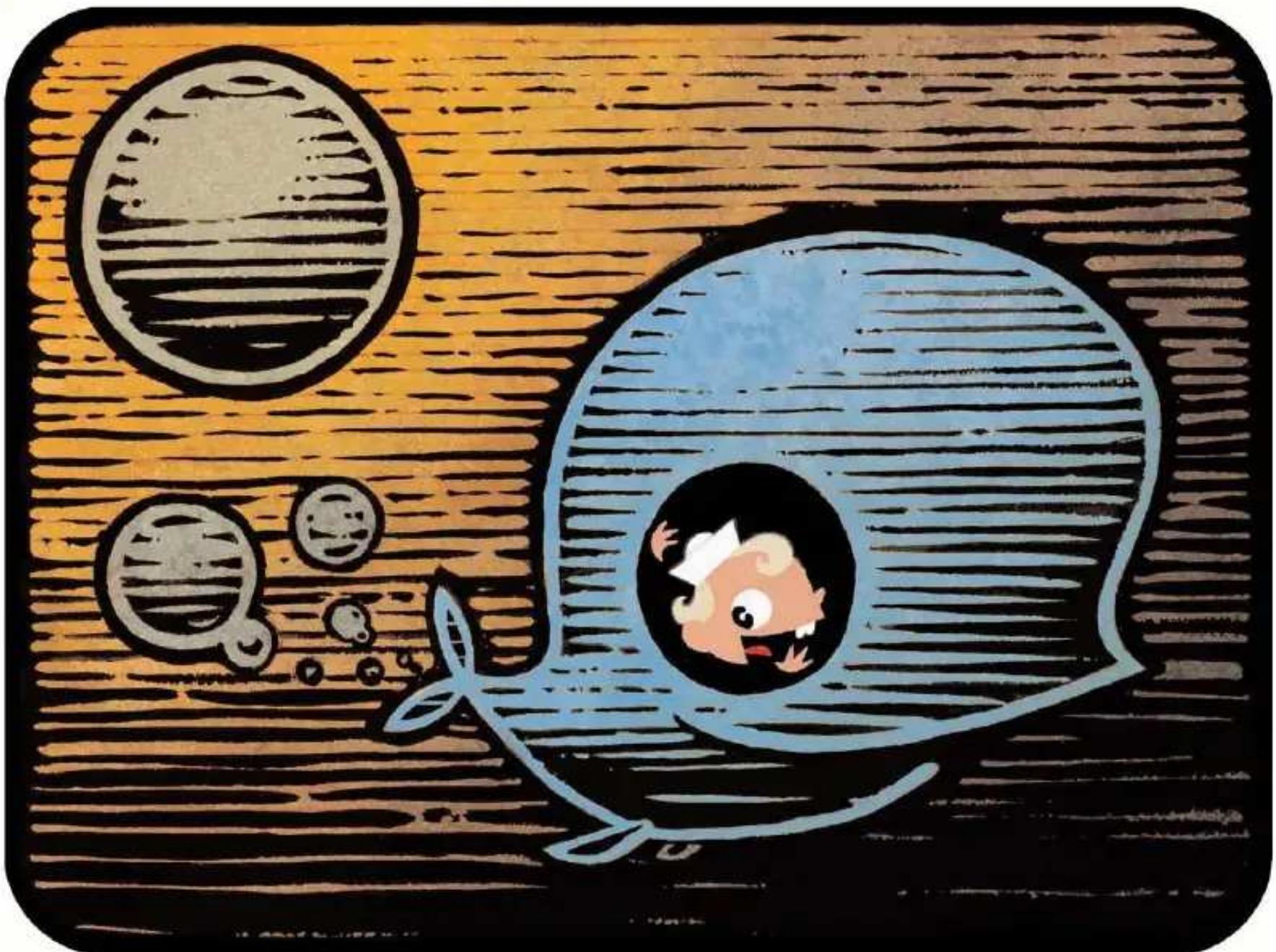
THE MARVELOUS MISADVENTURES OF

# FLAPJACK

CARTOON NETWORK®

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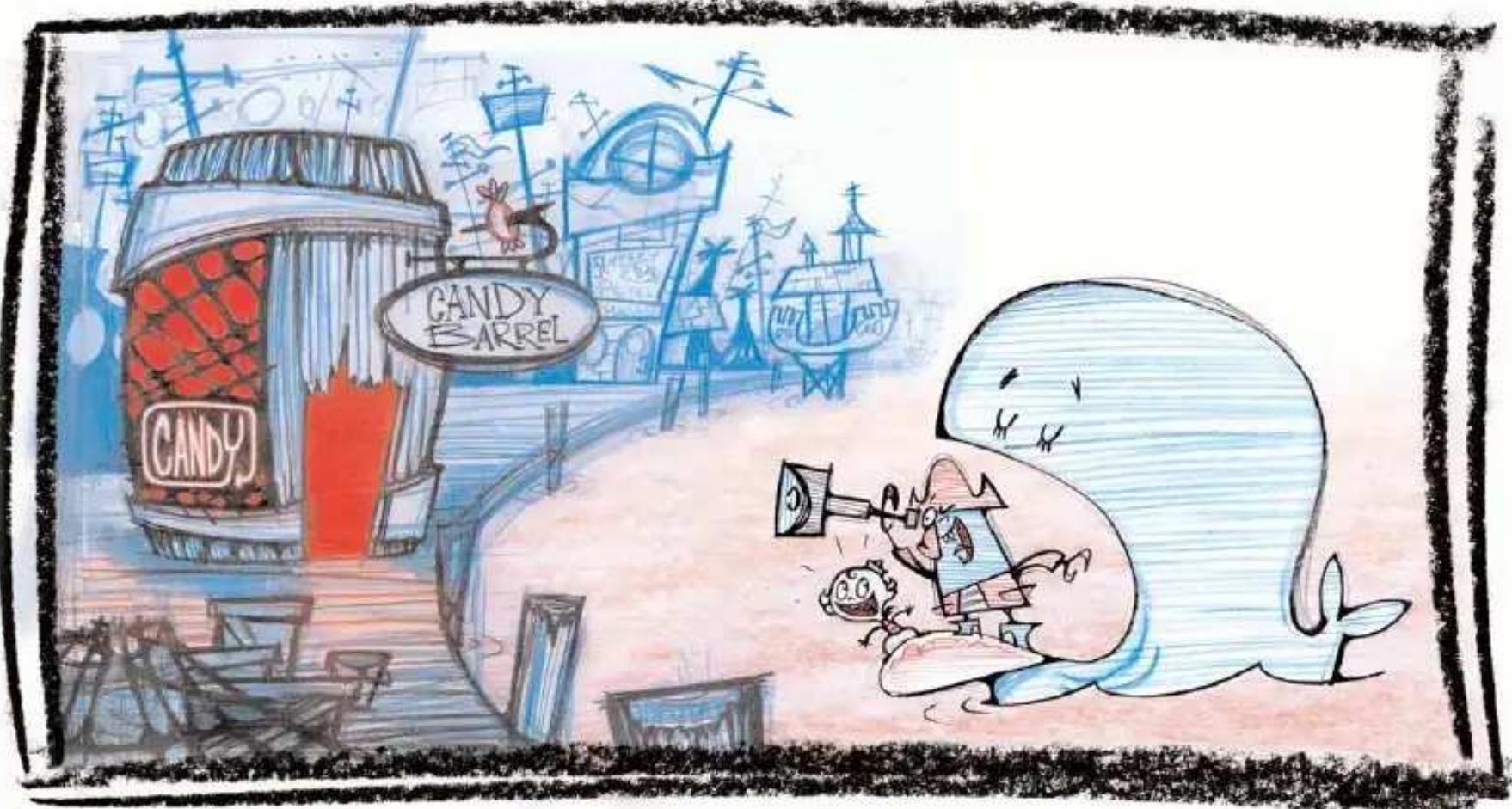
# THURP VAN ORMAN



*“A boy who lives in a whale and a crusty old pirate set sail for Candied Island ...and the wonderful world of misadventure.”*

Raised by a talking whale (**BUBBIE**) in the bubbling splendor of the sea, **FLAPJACK**'s life was once a world of peace and tranquility. That all ended the day that he and the whale rescued an old pirate from a shipwreck. **CAPTAIN K'NUCKLES'** tall tales tangle up Flapjack's head like a squid in a silly string factory, consuming him with a desire for adventure.

Although Bubbie struggles to protect him, Flapjack would do *anything* to win the approval of K'nuckles; even if it means getting himself into a lot of trouble. K'nuckles charms him into following a map that he claims will lead them to the greatest treasure he could ever imagine... **CANDIED ISLAND!** A magical *dessert*-ed Island. Sometimes they get so close that they can see the licorice bark on the popsicle trees. Sometimes they can even smell the lollipop flowers and the hear trickle of lemonade springs teasing their desires. Once they even stumbled across Candy Wrapper Island. But the elusive floating island of Candy manages to drift just beyond their reach. The best things are what happen *instead...* the *MIS*-adventures.



Our heroes' pursuit of Candied Island usually leads them back to the same old dock town of Stormalong Harbor; an island built on stilts in the middle of the open sea. This sea community is like home to them, and its non-adventurous residents hold clues to Candied Island's mysteries. Here Flapjack & K'nuckles work at the dock to earn candy money, acquire supplies, and get into mischief. They drool over the sweets at the local Candy Barrel but can rarely afford its sweet bounty. If only they could reach Candied Island their sweet tooth could be eternally satisfied, and Flapjack could gain the sweetest satisfaction of all; the title of an ADVENTURER.

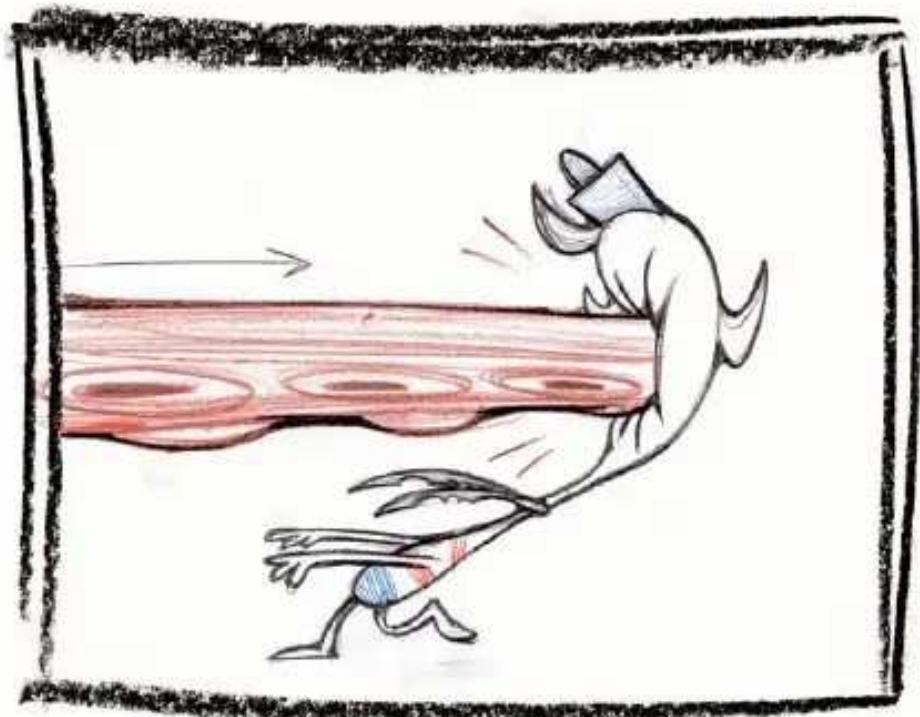
# FLAPJACK

Flapjack's life is a mess of conflicting ideas. K'nuckles and the Whale fill his head with their opposing views of right and wrong, both of which Flapjack accepts without question. *Bubbie* claims that the best way

to beat an enemy is to make him your friend, and K'nuckles claims that the best way to beat an enemy is to wait 'till he turns around, and kick him in the back. Flapjack believes them both whole-heartedly. When he excitedly rushes out to put these ideas into action, he finds himself in some sticky situations. **Because *REALITY* isn't as idealistic as *HE* is.**

Flapjack's biggest flaw and greatest comic appeal both stem from his blind trust in his friends. His previous life with Bubbie knew nothing but the serenity of the sea and the peace-loving creatures within it. When K'nuckles came along he introduced a whole new aspect of the sea's wonder; DANGER. The terrors that lie beneath the surface of the waves had been carefully hidden from Flapjack's view by the whale. He is spellbound by K'nuckles' exaggerated tales of triumph in the face of these dangers. He yearns to see these mysteries for himself. Eager to leave the safety of his childhood behind him, Flapjack thinks he's ready to become a man. A man like *K'nuckles*.

In Flapjack's eyes, the life of a man is made up of *adventure*. He is obsessed with anything involving adventure: stories of adventure, the possibilities of adventure, and even the *sound of the word* "adventure". He even loves when disaster strikes! It's all part of the adventure. Besides, he believes that there is no trouble too big for K'nuckles to get them out of.



Flapjack worships his friends. He is passionate about the things he loves and unlike his two heroes, makes no effort to hide his feelings. When he's happy, his joy is uncontrollable. When he's sad, he is *SO* sad. And when he's mad... *LOOK OUT!!!*

Being passionate as he is, **Flapjack has no impulse control**. He also has a knack for being painfully honest, to the point of occasionally hurting people's feelings. When the result of his shortcomings are pointed out to him, he goes overboard trying to fix a situation and winds up way in over his head. Following the misguided advice of K'nuckles just makes every thing worse. But Flapjack loves every second of it. It's all part of the adventure!



# CAPTAIN K'NUCKLES



The scourge of the sea. The terror of the tidal waters! K'nuckles is an unstoppable sea-scoundrel who *claims* to be the greatest pirate the world has ever known. But to the residents of Stormalong Harbor, he's just a crooked bum and a compulsive liar. His over-the-top stories are obvious

his badness to everyone but Flapjack. Although we don't take beneath that crusty exterior K'nuckles has a sensitive side.

K'nuckles claims to have lost his hands long ago in a pinching contest with a giant crab. He won the contest using his toes, and took the pinchers as his prize. But his risky endeavors have cost him more than just his hands. He has no friends (except Flapjack), he smells like a barnyard and he has replaced so many of his body parts that it's hard to tell what aspects of K-nuckles

are real. He even claims to have a wooden heart and that termites give him heartburn. The more questions Flapjack asks, the more K-nuckles tries to cover up his past. Like the Father in the movie "Big Fish", we never know for sure whether his stories are true. It's usually obvious that he's lying, but sometimes we're surprised (sometimes even K'nuckles is surprised).

Bubbie insists that K-nuckles is a no-good criminal. He's dishonest, dangerous, and his reckless hijinx could end up costing them their lives. But Flapjack loves him just the same.

## The Bare K'Nuckled Facts:

\* In order to maintain his upper hand, K'nuckles downplays Flapjack's triumphs, "*That was pretty good Flapjack! ...But not as good as when I did it. My legs were tied around my back, and my eyes were closed!*"

\*He claims that he can't swim. But of course, he's a liar. It's just an excuse to make Flapjack run all of his errands.

\*He only tolerates the whale because she's his transportation to Candied Island; Although he secretly thrives off of her over-dramatic reactions to his behavior.

\*K-nuckles' love for CANDY is indicative of his tendency toward quick fixes that are bad for him in the long-run.

**"Although Candied Island is always at the fore-front of K-nuckles mind, we see that there may be something that he craves even more than candy; the adoration of Flapjack. Although K'nuckles *claims* not to have any tender feelings for Flapjack, his actions say otherwise. He needs Flapjack, because he's the only person in the world who doesn't see him as a worthless bum."**

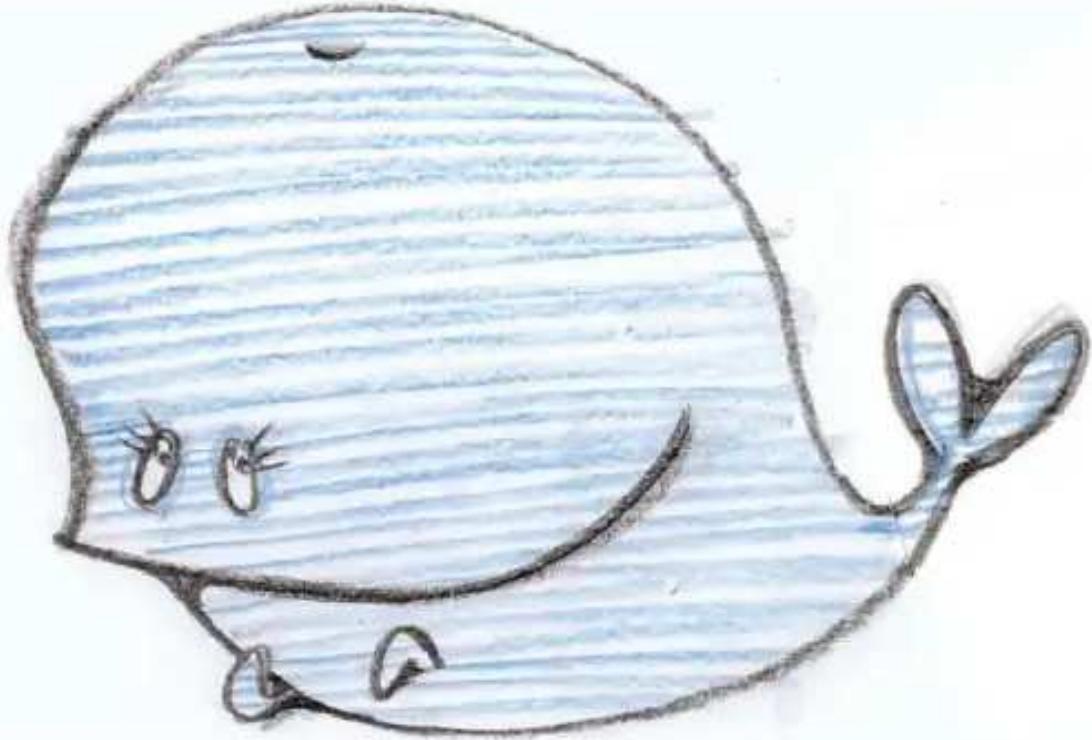
\*If K-nuckles gets Flapjack into too much trouble, he usually redeems himself and helps Flapjack out. He tries to anyway...

twisted quotes like "When you wind up with a boring jack. He fills his head with because you wanted to play it safe, don't come cryin' to me".

"If that Whale takes away your right to say "crud", you lose the right to say, "This Whale is a piece of crud!"

"If all else fails, pinch 'em in the eyes!"





## BUBBIE      "THE TALKING WHALE"

Bubbie isn't thrilled about danger *OR* K'nuckles. Her happiness comes from mothering Flapjack in protective peace and tranquility. Excitement and danger are unnecessary risks. She's so cautious about the unknown that she won't even go under water (even though she's a whale!) Her idea of excitement is cuddling up with Flapjack to enjoy the beauty of a sunset.

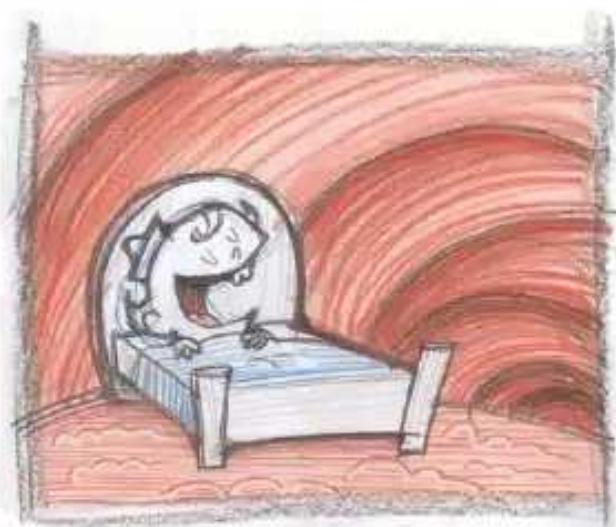
Bubbie is anxious to get to Candy Island too, but not for the Candy, nor the adventure. She just wants to be rid of K'nuckles. Then life can go back to normal, when *she* was Flapjack's only hero, and days were filled with safety, serenity and happiness.

Bubbie is always eager to point out holes in K'nuckles' stories, and for Flapjack to see him for the crook he is. But Flapjack can only see his glory. And since the whale taught him to only look for the good in things, she's a victim of her own teachings.

*The whale could be thought of as Flapjack's over-protective mother, and K'nuckles as his good-for-nothin' father. And although they hate each other's guts, Flapjack thinks that they're best friends.*

Beluga's nurturing qualities carry over to her physical aspects as well. On the outside, she looks like an ordinary whale. But on the inside, she is a cozy, nurturing home. There's a bed and table and curtains and anything else you might need to feel at home in the sea ...even a periscope that looks out through her blowhole!

For food on the road, Flapjack and K'nuckles have to make the best of what Bubbie swallows. They pick through it and try to find something they like. K-nuckles is repulsed by whale food, and sustains himself entirely on what candy he can scrape up or steal.



Good NIGHT K-Nuckles!  
Good NIGHT WHALE!!!

## SECONDARY CHARACTERS

For the most part, Stormalong Harbor is filled with non-adventurous working class folks, who see Candied Island as an irresponsible and frivolous pursuit. They're all too familiar with the treasure seeking schemers and ruffians who swarm their quiet town every year and cause trouble on their quest for Candy.

When they're at sea, our heroes encounter all kinds of exciting sea-farers and ruffians. They see the familiar faces of fishermen from Stormalong as well as lawless whalers, lone sailors, submarine men, pirates, giant jellyfish, sea monkeys and mysterious scuba divers. There are familiar characters that they encounter almost every episode and occasional *UN*familiar characters that remain elusive mysteries...

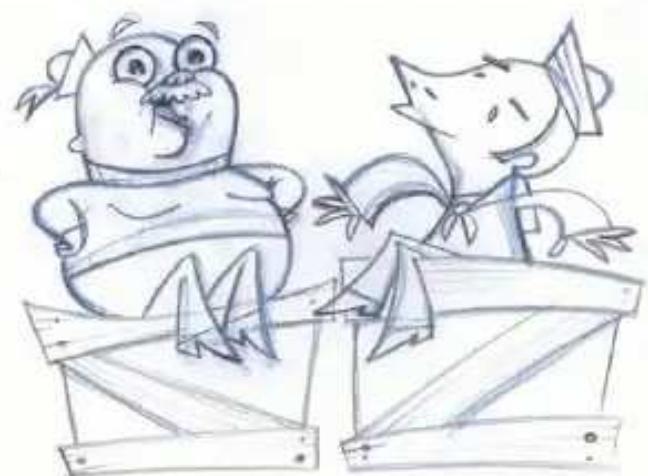




### THE DOCK HAG

The miserly old hag who runs the dock of Storm-Along Harbor. She has an almost mystical flair for issuing tickets; parking tickets, loitering tickets, talking too loud tickets, and almost any other type of citation she can think of. Her favorite ticket is for leaving whales in the water unattended (much to the annoyance of K'nuckles). She even manages to get

~~under Flapjack's skin~~ As an added twist of irony, she is also our heroes' employer. In order to pay off their mountain of citations, Flapjack and K'nuckles do odd jobs for her around the dock. They also try to earn a little extra "candy money" while they're at it. But just when they think they're getting ahead, the Dock Hag always manages to issue a new citation, keeping them eternally bound to her service.



### THE WISE CRACKERS

Two off-duty sailors who just happen to turn up at every port of call, heckling our heroes at every opportunity.

### EIGHT-ARMED WILLY

The most dangerous, blood-thirsty creature on the high seas. Eight-Armed Willy is a bone-crushing sea monster with an appetite for whales, adventurers, and especially *candy*. He is our heroes main rival for Candied Island.

Flapjack is always anxious to run into Willy for the adventure, and to see K'nuckles kick his eight-armed butt. K'nuckles claims to have defeated Willy many times over, but in reality he is absolutely horrified at the mere mention of his name. And so is the whale.



Despite Willy's incredible physical strength, he's fairly gullible and emotionally vulnerable.

## **STARSHINE SILVAR**

Silvar is the sweet, sexy sheriff of Storm-along harbor. Since she doesn't believe in physical force, Silvar only has her words to keep criminals in line.

Her methods work very nicely for the peaceful, hard-working dwellers of Storm-along Harbor. But not so well for criminals. The result is a pandemonium of lawless behavior reminiscent of the

wild west (at sea). But when worst comes to a sailor worth his salt who can resist the sex appeal of a mermaid.

Silvar would like Flapjack to live in a real home. The belly of a whale is no place for a boy, and K-nuckles is rotten influence. But she doesn't push too hard. It's Flapjack's decision. This results in a little bit of maternal resentment between Silvar and the whale ...although they're very cordial with each other on the surface. K'nuckles' relationship with Silvar is just the opposite. On the surface we see fierce opposition and name-calling. But beneath the surface they are boiling over with romantic tension.



## **PEPPERMINT LARRY**

The overly-friendly man who runs the Candy Barrel. He is a necessary annoyance to our heroes, as he's the only person who can satisfy their cravings for candy. When they don't have money for candy, he pacifies them with unreliable clues to Candy Island. He does so in a desperate attempt to gain their friendship & to join them on their adventures to Candy Island.

Peppermint Larry is also oblivious and unobservant, and thinks that Flapjack is a girl! It doesn't matter how many times Flapjack patiently tells him otherwise...

# Episode Outlines

\* Note: These outlines have not been updated to include the most recent versions...

## EIGHT-ARMED WILLY

It is a lazy day at Sea. The endless blue waters are calm and without incident. Into these waters sail our illustrious heroes. The Whale cruises gently along while K'nuckles attempts to take a nap on her tongue. Flapjack is restless as usual. He interrupts K'nuckles sleeping pursuits with a never-ending stream of questions, "Hey K'nuckles, tell me about how great Candy Island is again!!!"

"No. I'm trying to sleep."

"Let's play a game then!"

"No!"

"Wanna play Hide n' Seek?!!"

"No!!"

"...Checkers? Juggles? Tiddly Winks? Huh? Do ya Captain? Do ya?! Huh?! Huh??! Do ya wanna play?!!!" K'nuckles turns from side to side, pulling his hat over his face trying to avoid him. He can't escape it. He finally comes up with an idea to keep Flapjack busy. He spins yet another tale of the sea and the horrible dangers lurk around them. He suggests that Flapjack keep himself busy as the lookout. That way he can watch for any approaching danger. Of course these dangers aren't dangerous to *HIM*, but Flapjack and the Whale would be goners unless they warned him in time. Flapjack perks up gleefully, "Aye, Aye, Captain K'nuckles!" K'nuckles lies back and places his hat over his face, finally enjoying peace and quiet.

Flapjack performs his new lookout duty filled with excitement at the idea of "dangerous enemies" lurking about. Especially with the "Legendary Captain K'nuckles" at his side. He excitedly announces his observations every time he thinks he sees something, but there is nothing to see. Nothing but miles of waves and endless sky. Not even a cloud or a sea gull to break up the monotony. After a moment, Flapjack remembers something the Whale told him about defeating an enemy. "the best way to beat an enemy is to make him your friend..."

Flapjack returns to K'nuckles with his new strategy. Maybe they don't need a look-out after all! K'nuckles snores obnoxiously as Flapjack tries to shake him awake. K'nuckles continues snoring, interjecting with murmuring gibberish. Finally Flapjack removes K'nuckles' wooden nose, and the snoring stops. Suddenly K'nuckles darts up like a rocket. It takes him a moment to figure out where he is, and he shouts excitedly with a nasally voice. He is annoyed to discover Flapjack standing over him, holding his nose, and quickly snatches it away from him.

Flapjack informs K'nuckles that they might not need a look-out after all, and repeats what the Whale told him about defeating an enemy, "the best way to beat an enemy is to make him your friend!" The whale echoes in agreement. K'nuckles turns to face them very slowly, revealing an expression of utter disgust, "No wonder you're such a sissy, with stupid advice like that... YOU'LL NEVER BE AN ADVENTURER!!!"

Flapjack stands before K'nuckles with a broken heart and tearfully asks him how he could say such a thing. K'nuckles just shrugs nonchalantly, "I can say it, because unlike you two softies, I LIVE life! I didn't just sit around like a sissy, lettin' the world pass me by!" K'nuckles then lies back down on his back, pulls his hat over his head and



lets the world pass him by.

Flapjack is speechless. He stands motionless, with his mouth agape, until a shrill, painful shriek comes spilling out, filling the inside of the whale like a hurricane wind. He runs off screaming down into the bowels of the whale, the sounds of his screams fading into the distance. His scream then follows him back up again as he emerges with a hobo bindle. He vows to show them he's an adventurer. Before anyone can stop him, Flapjack jumps out of the whale and disappears into the merciless sea.

The Whale is frantic and angrily asks K'nuckles if he's going in after him.

K'nuckles dryly mumbles that he can't swim and pulls his hat back over his sleepy head. The whale is speechless. She can't understand how someone could be soleepy lous. K'nuckles nap is violently disrupted as the whale shifts her tongue, smashing him against the wall of her mouth. K'nuckles reconsiders his position.

Meanwhile, the sea has grown black and menacing around Flapjack. He continues swimming straight down into the deep using an air bubble as a diving helmet. He's swimming so frantically that he doesn't even see the ocean floor coming quickly up to meet him. He slams into the sand face first, ending his furious decent. As he becomes aware of his surroundings, his expression turns to bewilderment and fear. Through the blackness Flapjack sees that he is surrounded by freaky looking fish and scattered bones. Fear turns to horror as he notices the lair of the most sinister enemy of the deep...the deadliest foe of any adventurer worth his salt...the blood thirsty, bone crunching, Eight-Armed Willy!

Flapjack regains his composure. Finally, he will be able to prove himself as a great adventurer! He goes marching up to the dark entrance of Willy's lair. He calls out his challenge to Willy. An arm wrasslin' match! His one arm against Willy's eight!!! A bone-chilling laugh is heard from the dark. Suddenly Eight-Armed Willy emerges from the black void and engulfs Flapjack in a twisting pile of tentacles. Flapjack struggles frantically, but there's nothing he can do. Willy stretches and pulls him every which way but loose, as he continues to laugh his horrifying laugh. Flapjack is helpless.

Suddenly out of the shadows, another figure appears... K'nuckles! Soaked to the bone, and absolutely terrified. Flapjack is astonished that K'nuckles can magically appear when he senses adventure! "And you can't even swim!" Flapjack enthusiastically barks. He tells Willy what he's in for, "You're about to be womped

by the greatest adventurer that ever live!!" With Flapjack fainting about his greatness, K'nuckles creeps cautiously toward Willy. He hesitantly pinches at a tentacle, and then quickly shields himself from Willy's wrath. Astonished that he's still alive, K'nuckles attacks again. He gains his confidence and is soon attacking his foe with a whirlwind of snapping pinchers! Flapjack excitedly cheers him on, but to no avail. Willy is too powerful. He tires of K'nuckles attack and snatches him up like a harmless doll. Willy begins snapping off his body parts, as K'nuckles squeals hysterically for someone to save him.

Flapjack is speechless. How can this be *happening*? Then a big grin comes over his face as he realizes K'nuckles is *testing* him! Of course!!!

He follows K'nuckles' example and attacks Willy with a whirlwind of gentle pinching. Willy just laughs. Flapjack looks to K'nuckles' for inspiration. He then eagerly mimics K'nuckles' hysterical screams. That doesn't seem to help either. In a fit of desperation, Flapjack remembers the Whale's words, "...the best way to beat an enemy is to make him your *friend*." He hesitantly offers Willy some kind words of friendship, "Excuse me Mr. Willy, I know you're real busy ripping up my friend there, but I was



wondering if maybe we could be friends? Look, I even brought you some candy!" Flapjack holds his hand out with a bright green piece of candy in it.

Willy suddenly freezes at Flapjack's words. He releases him from his terrible grasp, and turns to him kindly, "I do believe that is the nicest thing that anyone has ever done for me. You, little Flapjack, are truly a king amongst men, and have made this slippery sea creature feel loved for the first time in a long time."

Flapjack smiles warmly as Willy reaches for the candy in his hand. Flapjack suddenly grabs Willy's tentacle with his other hand and *SLAMS IT TO THE GROUND!* "I win!" Flapjack yells, "I beat you at arm wrestling!" Then he jabs his finger into Willy's eye. Willy shrieks like a baby. "MY EYE!!! You dirty little K-schoolgirls."

Back aboard the whale, Flapjack recounts his adventure and beams proudly as K'nuckles congratulates him on being one of the greatest adventurers he's ever seen. He pauses a beat, then adds, "But yer still a sissy."

## REVENGE

While docked at Storm Along Harbor, Flapjack and K'nuckles labor furiously after being put to work by The Dock Hag. She has them scrubbing walrus poo from the poopdeck of a docked cargo ship. It's a hard and smelly task that is proving to be completely exhausting. K'nuckles suddenly has an idea and stops scrubbing. He slyly turns to Flapjack and spins yet another tall tale. He tells him how scraping poop magically makes you a better adventurer, and swindles him into doing his share of the work. A wide-eyed Flapjack grabs the scrub brush from K'nuckles and gets scrubbing (double doody).

Slaving away under the workload of two men, Flapjack is approached by another sailor working nearby. He'd overheard the exchange between Flapjack and K'nuckles and swindles him into doing his work too. K'nuckles becomes furious. He can't believe the Sailor would take advantage of Flapjack like that. He lets Flapjack know that the Sailor has duped him. Struggling to do the work of three men, Flapjack mutters an emotionless response of acceptance. K'nuckles commands him to stand up for himself...to show some anger. He tells him a real adventurer wouldn't let that happen, He would get revenge! All true adventurers have great

revenge stories! Flapjack stops working and asks him how it's done. K'nuckles responds, "You just have to do something really NASTY to one of your enemies". Flapjack is horrified, "How could I do anything nasty to a sea anemone?!!" K'nuckles says, "What? NO, an ENEMY! Somebody you really hate!" Flapjack responds that he doesn't hate ANYBODY, everyone is real nice to him. At that moment, the Dock Hag walks by and calls him a sordid collection of nasty names, ordering him to get back to work. Flapjack is unaffected and gladly returns to scrubbing.

K'nuckles can't believe it. K'nuckles says, "Okay, kid, you've got big problems if you don't have any enemies. There's only one way to measure how much of an adventurer you've become!" K'nuckles pulls out a chart of his 'enemy tree', "...the number of enemies you have!" Flapjack looks on puzzled, "But how do I get one?" K'nuckles says, "That's easy, just get somebody to do ya wrong...and then get yer sweet revenge!" Flapjack jumps up, excited to make an enemy. K'nuckles continues, "...after you finish with the poopdeck"

Flapjack finishes his duties and excitedly sets out to make an enemy. Sequence of gags follows, with Flapjack trying to



convince people to be his enemy. With K'nuckles encouragement, he approaches a trio of Sailors and makes insults toward their sisters. It makes them all laugh silly and they embrace Flapjack as a friend. He approaches the Dock Hag and smashes a cannon ball onto her foot. The jolt straightens her up and a crack is heard. Her aching back is popped into place. She gleefully grabs Flapjack and gives him a big old nasty kiss. As hard as he tries, Flapjack just can't make an Enemy.

Flapjack returns to K'nuckles, dejected. K'nuckles sees how miserable he is and sympathetically agrees to be his enemy. Flapjack just has to make him really mad ...by doing something mean to the whale (K'nuckles winks at camera).

Flapjack walks down the dock to play a prank on the Whale, when he hears a distant chanting of his name. Flapjack asks K'nuckles if he hears something. K'nuckles hears it, but plays it off and urges him to follow through with the prank. Before he can, an angry mob shows up infuriated with Flapjack. They turn out to be the crew of the cargo ship that Flapjack and K'nuckles were scrubbing. It turns out that Flapjack cleaned it so well that it looked like a brand new ship. Their insurance rates doubled, costing each sailor his weekly wage. Now the mob is out for Flapjack's hide! Flapjack is enthralled. He made some enemies after all! He gives a proud "enemy acceptance speech" that ends with a special thanks to K'nuckles for letting him clean the whole thing. The mob turns its anger toward K'nuckles...fade out.

Fade in to interior of the Whale. Flapjack is depressed not having made any enemies. At the end of the day, no one even dislikes him. Suddenly, K'nuckles enters the whale, beaten to a pulp, with some of his body parts re-arranged. As he drags himself past Flapjack into the bowels of the Whale, he tosses him a note: "Dear Flapjack, I hate you. Love, K'nuckles." Flapjack is beside himself with joy. He has the greatest enemy of them all...and it's his best friend!

## The Greatest Show at Sea

Flapjack sits spellbound inside the Whale, as K'nuckles recounts yet another ridiculous tale of his supposedly dangerous exploits. The Whale interrupts them to suggest that Flapjack get outside and enjoy some safe, wholesome activities. The Whale lets Flapjack know that the Sea Monkey Circus has arrived at Storm-along Harbor. He loves Sea Monkeys! K'nuckles pretends to be "much too tough for that kind of thing" and "if there's anything bigger than carousels, it's definitely Sea Monkeys". But secretly he's happy to bring Flapjack as an excuse to go definitely Sea

There is great fun to be had at the Sea Monkey Circus. Flapjack drags K'nuckles on all sorts of rides and attractions, while K'nuckles complains the whole time. Inside K'nuckles is as giddy as a schoolgirl! They eat chips, hot dogs, shrimp cocktail and the piece du resistance, Cotton Candy! By the time the circus closes, K'nuckles is completely worn out. He drops into a deep sleep, right there on the dock. Flapjack has no choice, but to leave him there until morning...

That night the sea monkeys stumble across the sleeping K'nuckles and think that he's a statue. A wooden pirate would be the perfect addition to their show! By the time K'nuckles wakes up, the Sea Monkeys have already re-assembled him as part of the carousel and have set sail for the next sea-town.

When Flapjack returns next morning to get K'nuckles, he finds him gone and nothing left of the circus. Just open sea, and a bottle with a note in it: "HELP!!! I've been bamboozled by Sea Monkeys, HELLLP!!! -sincerely, K'nuckles" What is Flapjack to do?" He sits broken hearted, feeling that it's all his fault.



Meanwhile in Chumville, The Sea Monkeys have set up for another day of Circusing. K'nuckles screams at the top of his lungs while dozens of stunned patrons wait below to ride the Carousel. A cursing children's ride would be bad for business, so the Sea Monkeys furiously try to nail K'nuckles mouth shut. It's not going as planned, as one of the sea monkeys already lost his fingers to K'nuckles' snapping teeth...

At sea, The Whale cruises along with Flapjack riding on top. He peers through a spyglass trying to find any trace of the Sea Monkey Circus. It is of no avail. He slides down into the mouth of the Whale, giving up hope of finding his best friend.

The Whale tells him that he shouldn't give up so easily. A true friend never gives up hope, even for K'nuckles. Suddenly, the burst of a Hare lights up the sky. Flapjack peers through his spyglass and sees the Sea Monkey Circus docked at Chumville Harbor. A closer look reveals K'nuckles! Flapjack perks up and devises a hair-brain scheme to rescue him...

At the Circus, patrons line up for the Sea Monkey Wild Water Action Spectacular Stunt Show. Suddenly the Whale crashes the party, and entering the arena. She causes such a ruckus that it derives all attention from the daring rescue being attempted by Flapjack.

Flapjack sneaks through the circus to the Carousel where K'nuckles is being held. He climbs the wheel and reaches K'nuckles with hammer in hand. He pries the nails from K'nuckles wooden teeth giving him the ability to speak again. "Well it's about time! Didn't you get the note I left ya? Now undo these ropes it's starting to chafe!" says K'nuckles. Flapjack struggles to release him. He almost has him loose when a large dumpy kid eating a huge lollipop walks up and starts yelling to his Mom, "Hey, that little guy is stealing the Carousel Captain! HE'S STEALING THE CAROUSEL CAPTAIN!!!!"

The distracted Sea Monkeys get wise to the rescue and resolve to defend their wooden pirate. A comical fight ensues on the docks of Chumville as the Sea Monkeys swarm Flapjack with acrobatic precision. But Sea Monkey acrobatics are no match for an angry Flapjack! He tears through the crowd like a lawn mower on an anthill. His crazy fighting style (using K'nuckles' appendages) sends the Sea Monkeys flying back to the sea. K'nuckles screams helplessly, adding to the commotion. When the dust settles, Flapjack has re-assembled K'nuckles, and there isn't a sea-monkey in sight.

Back inside the whale, K'nuckles claims that he wasn't scared at all and that Flapjack agrees, and acknowledges that the Whale was right too; The circus is much more fun than staying inside.

## Barnacle Teeth

While docked at Storm-along-harbor, Flapjack happily performs the solemn duties of a sailor; scrubbing the whale, polishing the periscope, and meticulously brushing his own teeth. When Knuckles sees little Flapjack busy at work, he laughs him to scorn. He brags that he has never brushed his teeth in his life, and look at him! He's at the top of his game!

Embarrassed, and eager to follow in the footsteps of his hero, Flapjack stops brushing his teeth. Permanently. From now on he's going to live wild and free, just like Knuckles (much to the concern of the whale).

He spends the episode in various stages of tooth decay, sprouting a whole garden of tooth problems (and awkward social



situations). With all of the seaweed and barnacles growing out of his mouth, he's far from being wild and free. He can barely even move himself down the dock. But he can't admit defeat. He's gotta man it out like K'nuckles.

Finally, unable to move, hungry and tired of being picked at by sea-gulls, Flapjack admits defeat. He breaks down and humbly asks K'nuckles how he can handle all the crud on his teeth. K'nuckles is bewildered, "What teeth? I never had any teeth. My doctor said ...now let's see here, why was it? ...Oh yeah! Somethin' about not brushin'..."

## **Stubborn in General**

En route to Candy Island, our crew stumbles across a spooky old sunken battleship. A hungry (and scared) Captain Knuckles sends Flapjack in alone to look for food. Flapjack is reluctant until Knuckles convinces him that this is the one thing that'll prove he's a real adventure hero...

Flapjack excitedly pops an air bubble onto his head, and makes his way into the wreckage. He notices a strange glow within the ship and makes his way toward it. There he discovers an air pocket, and within it an old man sporting an enormous beard wrapped around his body. He proudly tells Flapjack that he's the ship captain, who went down with his ship 40 years ago. He's lived off nothing but raw potatoes ever since...

Feeling his newfound responsibility as an adventure hero, Flapjack puts his heart into rescuing the old general. He tries one thing after another, but nothing works. The problem is, that the general doesn't want to leave. He keeps preventing his own rescue. Finally, the frustrated general confesses that he's really no general at all. He's the ship's cook. He could not bear the thought of leaving his kitchen. He hasn't really been living off potatoes either. He's hoarding a whole shipload of gourmet food, which he will share with Flapjack if he'll just LEAVE HIM ALONE! Disappointed with his failure as an adventurer, Flapjack sadly returns to the whale. But he has a hero's welcome when his starving friends see what he's brought with him...

## **We've Got Company**

After overhearing a hot clue to Candy Island from Peppermint Larry, Flapjack and K'nuckles hurriedly make their way back to the whale. On their way, they become consumed with paranoia, and convince themselves that everyone is out to get them. Everything they encounter becomes misconstrued and blown out of proportion, and when they finally reach the whale, they're a mess of frazzled nerves and hysteria. They quickly hop aboard and make a mad dash for the open sea.

After a few minutes at sea they finally relax. They're alone, and happy to be on their way to Candy Island. Their serenity is short lived however, as they soon realize they're being followed. Again. Mysterious, menacing divers are close on their tail.

The whale lightheartedly tries to calm everyone down. She observes that they're making something out of nothing, and are blowing everything out of proportion. She then attempts to prove that its just coincidence. But no matter what she does, or what kind of stunts she pulls, the phantom divers are just one stroke behind them. They must be after the map! As the divers close in on the whale, she frantically admits she was wrong. She begs K'nuckles to protect them. K'nuckles frantically makes excuses



not to, as Flapjack excitedly prods him to prepare for some swashbucklin'.

They jump out on deck, ready to protect the whale (and the map). Flapjack emits a fountain of fightin' words and naive insults.

Then, to everyone's surprise, one of the strange divers removes his helmet to reveal a very cordial gentleman. He informs them that they forgot to untie at the dock, and have been dragging him and his crew around by their air hoses all day (along with a chunk of the dock). Flapjack turns red with embarrassment, and humbly offers the divers some chocolate chip sea biscuits in place of humble pie.